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Playing Rules of

FOOT BALL



By Chas. W. Alcock.

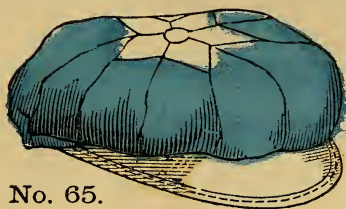
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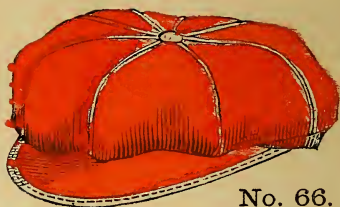
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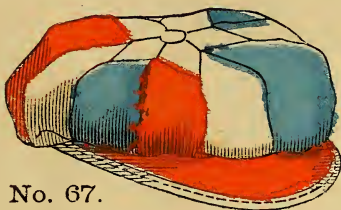
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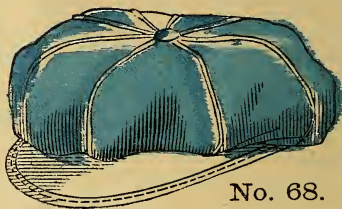
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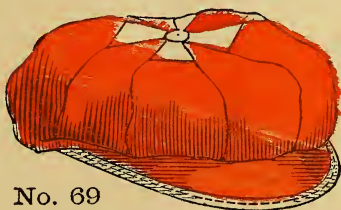
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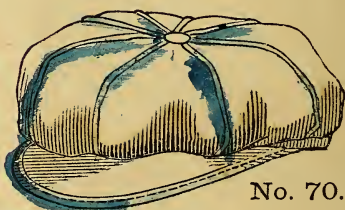
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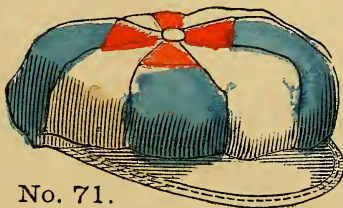
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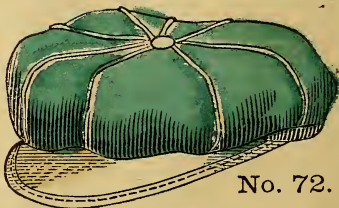
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Base Ball, Cricket, Archery, and Lacrosse Caps.

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THE

BOOK OF RULES

OF THE GAME OF

Foot Ball,

As adopted and played by the English Football Associations.

COMPILED AND EDITED BY

CHARLES W. ALCOCK,

HONORARY SECRETARY OF THE FOOTBALL ASSOCIATION, LONDON,

Expressly for the Benefit of the American Colleges, Etc.

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PREFACE.

To supply an acknowledged want in the Colleges and Schools throughout the United States, the Publishers issue this, the first book on Football, Styles of Playing, etc., ever published in this country. Football is called "the National Winter game" in England, and why not here? It is a healthy, invigorating amusement, and yet so simple that any boy may understand the rules. This handbook has been carefully edited and compiled by the best English author on the game—himself a professional player—who has placed nothing but facts before our readers.

To meet the requirements and as an assistance to gentlemen of the various Colleges and Schools throughout the country, in framing laws for their guidance, we have printed the rules of the principal University Clubs in England.

We also import and keep on hand a full line of the Rugby Match Balls, and all goods connected with the game.

Communications of interest on the subject of Football will be welcomed by us and published in later editions.

Yours respectfully,

PECK & SNYDER.

CONTENTS.

| | Page. |
|---|-------|
| PREFACE..... | 3 |
| HINTS ON THE TWO STYLES OF FOOT BALL PLAY (RUGBY GAME)... | 5 |
| LAWS OF THE GAME OF THE PRINCIPAL CLUBS IN ENGLAND: | |
| The Foot Ball Association..... | 14 |
| Sheffield Foot Ball Association | 16 |
| Eaton College | 17 |
| Winchester College | 19 |
| Rugby School..... | 22 |
| Harrow School..... | 27 |
| Cheltenham College..... | 29 |
| HOW TO KICK..... | 31 |
| HOW TO KICK THE BALL | 32 |
| HINTS FOR YOUNG BEGINNERS | 33 |
| PRICES OF FOOT BALL AND GYMNASIUM & ETC | 6 |

HINTS ON THE TWO STYLES OF FOOTBALL PLAY.

THE RUGBY GAME.

The ground should be about 140 yards long by 70 broad between the lines of goal, and should extend to a distance of twenty yards or so behind them, so as to allow plenty of space for a run in, when the ball has to be touched down behind goal. From each goal a line is cut in the turf to the edge of the ground; all behind on this line is *in goal*. A similar line is cut on each side of the ground, called the *line of touch*, on passing over which the ball is out of play. Behind the *touch-line*, and also behind the *goal-line*, is *touch-in-goal*, where the ball is given up to the defending side to start afresh. The goals are upright posts of indefinite height—from 15 to 16 feet being perhaps the best—with a cross-bar 10 feet from the ground joining them, over which the ball must be kicked to score a goal. The posts should be 18 ft. 6 in. apart. We will suppose that the match to be played is a House Match, in which the best twenties of two boarding houses are engaged. In all probability each captain arranges his men as follows: Two of the best at starting quickly and dodging, he places "half-back" to play about ten yards behind the scrummages, and get away with the ball at top speed directly it makes its appearance through the forest of legs; about twenty yards in rear of the half-backs are three "backs," adepts at running, "tackling," and drop-kicking, for they form the last hope of the side; the remaining fifteen players are "forwards," following up close on the ball, and forming a scrummage round it whenever it is held and cannot be run with. There is no goal-keeper in a Rugby match, as the ball has to be kicked over and not under a fixed height, and his services would be useless; consequently every man on either side is in active play throughout the game. Winning the toss gives choice of goals, or, if the winner has no choice, he may take *kick-off*, and leave his opponent to choose the goal he prefers. *Kick-off* must be a place-kick from the centre of the ground, the ball being kicked from the ground, where it rests in a small nick made by the heel, and the opposing side may not come within 10 yards of it. Both sides being ready, the ball is kicked off high in air, to allow of the side getting as close to the "backs" as possible before one of them has caught it, and can take his drop or get well off round to the touch-line, and so away out of dangerous proximity to the goal. He is a little too quick for them though, and sends the ball flying back over their heads to one of their "half-backs," who, before he can get into his stride, is tackled by three or four opponents at once, and brought to the ground with a run. The "forwards" of each side hurry up, and a scrummage is instantly formed: each fifteen facing their opponents' goal, packed round the ball shoulder to shoulder, leg to leg, as tight as they can stand, the thirty thus forming a round compact mass with the ball in the middle. Directly the holder of the ball has succeeded in forcing it down to the ground, he shouts "Down," and business may be commenced at once. Each fifteen, being

bent on driving the ball through the ranks of their opponents, set to work to push, struggle and kick, forcing if possible a passage through which the ball may emerge: out it comes at last, kicked straight into the hands of an active half-back, who gets away round the scrummage and dodges the nearest half-back of his opponents before the "forwards" have extricated themselves from the crush. He is not destined, however, to make any further progress towards the enemy's quarters, for the centre man of the three "backs" is upon him, and, tackling him fairly round the waist, gives him no chance of escape or passing the ball, so that he is fain to cry, "Have it down," without further delay. Another scrummage is formed similar to the first, but the place is now nearer the line of touch, and the ball emerging at the side is driven over the line and touched down by one of the half-backs.

The two sides now form in lines facing each other, and stretching from touch far out into the ground, and the ball is thrown out from the touch-line on a level with the spot where it first touched the ground when kicked out of play. If the player who catches it can run with it, so much the better for his side, but as a rule the players are so tightly crushed together that a dozen pairs of arms are round the catcher's neck immediately, and he is compelled to cry "Have it down." From this scrummage the ball is driven out in front of goal, where a wily back is awaiting it, and has it under his arm in an instant; making the best of his opportunity and speed of foot, the forty yards that separate him from the enemy's goal-line are soon passed, and, having escaped the clutches of the nearest back by an adroit dodge, he grounds the ball in triumph between the goal-posts. From such a touch-down a goal is almost a foregone conclusion. To non-Rugbeians the process of taking the ball out and effecting a kick at goal seems rather complicated, but once learnt it can never be forgotten. The side who have gained the touch-down retire, and depute two of their players to take the ball out. The one who is to kick the ball brings it up to the line of goal in a straight line from where it was touched down. When touched down between the posts it may be taken to either, but *not* between; inside the line he makes a mark with his heel, and touches the ball down upon it. He then, still keeping *inside* the line, retires a pace or two from his mark, for from this his opponents may stretch out and "maul" him if they can, and kicks the ball gently off his toe into the hands of his companion, who is standing directly opposite him, only just *outside* the goal-line, to receive it. This man instantly makes a mark with his heel as near to goal as possible, and from this last mark the two players proceed straight out into the ground, and when they have reached a convenient spot for a place-kick, the kicker makes a small nick for the ball to rest in, and, on a level with this, the rest of the side form a line stretching away in front of the enemy's goal-line, behind which their opponents are arranged in like manner, intently watching the holder of the ball. He, with one knee on the ground, holds it just off the grass, waiting for the kicker's sign before grounding it. Directly he places it in the mark, the opponents may charge, and try and maul the kicker, or touch the ball on its way to goal, in which case no goal is scored, even though the ball go fairly over the cross-bar, and if any other player on the attacking side touch the ball after it has been kicked into the placer's hands, their opponents may instantly charge and maul. If a goal is obtained, the sides change over to try their luck from a fresh position, when the side who lost the goal kick off from the middle of the ground as at the commencement of the match. If the try is a

failure, the defenders may run with the ball out of goal if they can, but in the majority of cases they are so hemmed in by the attacking party that they are compelled to touch it down, in which case the opposing side retire, and one of the side who touched it down takes it out not further than the 25 yards' post and "drops" it. But if the ball when so "dropped" pitch in touch, and so out of the ground, it must be brought back, and the kick be taken again. In the case of a player who is "running in" being tackled by one or more opponents outside goal, and carried over the line by the scrummage, only those who are touching the ball with their hands may remain in the maul, and when a player has once released his hold of the ball, he may not again enter the maul or attempt to join in the play, under penalty of being dragged out by his opponents. On the other hand, if a player running-in is tackled inside the goal-line, only the player who first tackles him, or if two or three tackle him *simultaneously*, may join in the maul.

Of all rules in the Rugby code, there are none that require to be more strictly observed than those relating to "off-side." Disregard of these fundamental rules will completely nullify all the science and spoil all the spirit of the Rugby game. At Rugby summary proceedings may be taken with a player off his side who attempts to interfere with the play in any way; the rule being that a player "off-side" is to consider himself as out of the game, and is not to touch the ball in any case whatever (either in or out of touch), or in any way obstruct any player or interrupt the play. A player off his side is *on side* when the ball has been kicked, touched, or run with (5 yards) by any player on the opponents' side. The rule is considered of the very first importance, and an infringement of it is very rarely seen in matches at Rugby. The distinguishing feature of the Rugby game lies of course in the rule that the ball may be carried if taken on the bound, and when not touching the ground. It is not lawful to take up the ball when *rolling*, as distinguished from bounding, and whenever the ball is unfairly taken up, it must be brought back to the spot where it was taken up and put down again. It is not lawful to pick up the ball off the ground (except in touch, or after it has been touched down in goal, to take it out) for any purpose whatever. Hacking is a point that cannot be too lightly passed over, as with many it has gone a long way towards the depreciation of the Rugby game. There is no rule for hacking, as some have erroneously supposed, though there are clauses to control the practice.

To imagine that the Rugby rules can be learnt and put into practice by a mere perusal or knowledge of the laws of the code is to commit a great mistake, and this will be found to be the case by any one who plays the carrying game for the first time. And for this very reason it is a matter of no slight difficulty to put upon paper any hints on the practice of the Rugby game. To play well, a thorough knowledge of the working of these rules is indispensable, and when once the game, in all its branches, is understood from experience, common sense and perception will avail more than any written directions, in bringing a player to an accurate understanding of what to do and how to do it. The following brief directions may however, in some instances, prove of service to captains and players generally: A captain of a twenty (for this is by far the best number for a side in a Rugby match) should select from his men five of the best at drop-kicking, running, dodging, and tackling, two to act as half-backs and the remainder as backs. They must be the most active players on the side, always on the alert, for a moment's hesita-

tion in an emergency has often lost a match. They must each choose their side (right or left) of the scrummage, to which they must keep throughout the game, or they will be continually trying to take the same ball, and so put each other out, and do more harm than good. But they must not be content with watching for the appearance of the ball on their side of the scrummage only, but they must follow it up directly it is driven through by their forwards, and do their best to tackle their opponents' "half-backs" before they can pass it back or get off with it round to either side. Whenever the ball goes into touch, the half-back nearest the touch-line must stand up there just behind the line of forwards, to prevent the further progress of any opponent who takes advantage of a gap in the line in front of him to get through with the ball; the other half-back should go far out, at the very extremity of the line of forwards, and there be on the look-out for the ball, if thrown far out of touch. Of all places in the game, that of half-back is most responsible, and requires the greatest coolness and quickness, combined with the best judgment.

The three "backs" should play in a semicircle, about five-and-twenty or thirty yards in rear of the half-backs, whom they have to back up and relieve of the ball when hard pressed by opponents. Directly the ball is driven past their half-backs, one of them, who is nearest to it, must rush in to meet it, pick it up and run with it if it is bounding, or place-kick it if only rolling along the ground, his two companions supporting him in case of his failing. If an opponent has got well off with the ball, and has passed the half-backs, one of the backs should drop to the rear, while the others rush in to tackle him, so that, in case of his giving up the idea of trying to pass them, and taking his "drop" instead, there will still be a "back" in reserve, to receive the ball when kicked over his companions' heads. When the play is in dangerous proximity to their own goal, the backs and half-backs should in no case keep the ball in front of goal, if they can possibly get it away to the sides, though a back on the right side of goal should never run across the ground in front of goal to get away to the left. Thus, if a ball is in their half of the ground, they should always be anxious to carry it away to the sides, whence a drop-kick or run will not seriously imperil their goal; but when in the half defended by their opponents, every effort should contrariwise be made to bring the ball directly in front of the enemy's goal-posts. It is not so essential that backs should be fast at starting, as good runners when once well under weigh, as in nearly every case they will get a start of a few yards, their opponents driving the ball towards them. A back-player should always make sure of his "drop," without a chance of his being charged down; let him run as far as he can, and pass as many players as he can, but as a general rule he should finish up his run with the longest "drop" he can take. A back or half-back running to the left cannot drop with his right leg, so those who are best at left leg kicking should take the left side of the ground.

There is no goal-keeper in a Rugby match, the backs being the last hope of the side—no one stands still with nothing to do, both backs and half-backs following up at their relative distances from the mass of forwards. There are very few remarks to be made to forwards, their duty being to work together in a body behind the ball, taking it through the ranks of their opponents in the scrummages by weight and skill combined, and following it up doggedly, not waiting for wind, but struggling on in spite of all obstacles to keep close to the ball. The highest praise that can be conferred on a Rugby forward, is con-

eyed in the words, few and simple, "He's always on the ball." Forwards should always remember how much the absence of even a single player is felt in a twenty-a-side match, when it comes to a tough struggle in front of goal, and a captain finds his forwards not up to time after the punishing work in the last scrum. There are exceptional cases when the forwards should not be so eager to drive the ball through a scrum; for instance, when a side has taken the ball up into the heart of the enemy's quarters, and a scrum is formed about twenty yards or so in front of the goal-posts, the forwards of the attacking side should not resist so vigorously the weight of their opponents, as the ball, if driven through, must go straight to one of the half-backs or backs, who will then have an easy chance of dropping a goal or running in. On the ball going into touch close up to the opponents' goal-line, the forwards should spread out well, their line stretching away as far as possible towards the centre of the ground, so that if one of their side gets the ball in touch, he may throw it well out, and thus bring the play in front of the enemy's goal. Of course, if one of the defending party touches the ball down he will throw it only a few yards out, so as not to imperil his quarters. In all cases it is necessary for a forward on either side to stand up to one of his opponents, as the ball will be always thrown to any one who, through having no opponents facing him, has a fair chance of getting away with it through the line. A forward on being tackled, if he find it impossible to get free at once or to pass the ball back to one of his own side, should cry, "Have it down," without loss of time in mauling, which is far too prevalent in the majority of matches played round London. A scrum should be formed as compactly as possible, every man pressing firmly on the man in front of him, bodies and legs close together, so as to form a firmly packed mass to resist the weight of a like mass of opponents. Some players are given to putting their heads down in a scrum so as to look after the ball the better, but it is a plan not to be commended, as it loosens the mass—a man with his head down taking up the space of two. The great point to be aimed at being to stop the progress of the ball towards one's own quarters, the first thing that a player should do after having tackled an opponent carrying the ball, is to hold the ball. Holding the player alone is of no use, as he will forthwith pass or throw the ball back to another of his side, who will be off at top speed long before you can get near him. There are few greater mistakes than that of making a fair catch in front of one's own goal, for the opposing side will come up to your mark with their backs and half-backs spread out behind them, so that even a good drop will fail to get the ball out of danger, whilst a shooter will result in a rush of the forwards carrying the ball straight before them over the goal-line.

Players generally, and backs and half-backs in particular, should always remember that it is infinitely better to be tackled than to run back losing ground towards one's own goal in an attempt to elude an opponent. It is common enough to see a player get the ball out of touch and take it right across the ground to the opposite touch-line, losing ground all the way, owing to his being close pressed by his opponents. He may run well and escape their hands till he runs into touch on the opposite side of the ground, only to find that the ball is ten yards nearer his own line of goal than it was when he started. He has done no good, but, on the contrary, a great deal of harm, and it would have been far better for him to have stopped and attempted to dodge his opponents, or to have taken his drop directly he found himself losing

ground. Some players are, however, rather too much given to thinking that the longer they run the better, not considering in what direction they are going. And, lastly, a player should never think of trying to hack an opponent over or to trip him up when carrying the ball, if there is the very remotest chance of stopping him by tackling. Tackling is always far the safer plan, and even if the runner is not stopped, the slightest check he may receive by being held for an instant by the sleeve of his jersey or one of his hands, puts him out of his stride, hinders his running, and gives a chance to others of the opposing side to get up to him and prevent his getting away again with the ball.

ON THE ASSOCIATION RULES.

Football is a game which, from the very nature of its constitution, necessitates the undivided attention of every player engaged, be he great or small, fast or slow, whether his post be one of the greatest importance, or whether the position assigned to him be one of general utility. Unlike Cricket, where, with an adverse fate, it may happen that for hours one may be suffering from the *ennui* consequent on the protracted stay made by two batsmen, or the occupancy of some position in the field whereunto the ball never comes, Football affords scope and latitude for, nay, requires, the most unremitting zeal of every participator in the sport from the very commencement until the finish of the game. Every player would do well to remember that the smallest *faux pas* on the part of any single individual at a critical moment might influence and decide the whole fortunes of a match, and any remissness or want of energy during the course of the play might enable the opposite side to convert into a drawn game what might, perhaps, with more assiduity on the part of the assailants, have proved a reverse. First, then, let me impress on all the absolute necessity of "playing up" throughout the game, a piece of advice which appeals as forcibly to the most practiced exponents of Football art, as to the veriest tyro in the usages of the sport. "What thy hand findeth to do, do it with thy might," is an axiom which may, without undergoing the charge of profanity, prove useful advice on this point. Where victory depends so much on the unison with which each member of a body works, as in the case of a Football team, it behoves all to strain every nerve to contribute to the joint success. Each player represents a component part of a huge machine which cannot work to any purpose without the co-operation of every minute particle associated in its composition, and which is thrown into disorder on the first case of negligence, or the most trifling flaw in any portion of the works. To play for his side, and not for individual fame and glory, as is too often the case, even with the most popular performers, ought to be the North Star of the young players' aspirations.

How often has the thorough co-operation of the various members of a side, boasting of no especial players of repute, overcome the disorganized attacks of an enemy richer in individual skill. A game is never lost until it is won, and at any time the fickle goddess, Fortune, may smile on the efforts of the deserving. "Play up" until the last moment, and never relax the energy of your attack, always sacrificing your own personal gratification to the general weal, is, in my opinion, the first and golden rule of Football—a rule which is too often lost sight of in the eager thirst after the applause of the "gallery," always showered down on "flashy" play. Any one who has watched Football games with any degree of care will have noticed how few players seem to consider and study the welfare of the side to which they belong; how rarely it is that a

player when in possession of the ball ever thinks of passing it on to one of his own party, even when harrassed by several enemies; how exceptional are the instances of a player "dribbling" the ball along the side of the ground, kicking it into the centre, and thus transferring his hopes of success to some fellow-struggler, who has, perhaps, been cautiously watching every movement of the ball in order to take advantage of some weak point in the enemy's armor. Second only, perhaps, in importance to the mainspring of Football, as I consider "playing up," is the grand and essential principle of "backing up." By "backing up," of course I shall be understood to mean the following closely on a fellow-player to assist him, if required, or to take on the ball in case of his being attacked, or otherwise prevented from continuing his onward course. and no better example of the strength of an eleven, entirely formed by the excellent backing up of all its members, can be produced than that presented by the Carthusians, who have for some years enjoyed a reputation for general effectiveness second to no school in the neighborhood of the metropolis.

In a game like that adopted by the Association success is sure to wait in some degree on the side which shows the most unity of action, as the play is in many cases too fast to develop thoroughly the most brilliant points of a team dependent on the success which may attend the effort of any individual member or members. A really first class player (I am now addressing myself solely to those who play up) will never lose sight of the ball, at the same time keeping his attention employed in spying out any gaps in the enemy's ranks, or any weak points in the defence, which may give him a favorable chance of arriving at the coveted goal. To see some players guide and steer a ball through a circle of opposing legs, twisting and turning as occasion requires, is a sight not to be forgotten, and this faculty or aptitude for "dribbling" or guiding the ball often places a slow runner on an equal footing with one much speedier of foot. Speed is not an indispensable ingredient in the formation of a "good dribbler," though undoubtedly, fleetness of foot goes far to promote success; still, young players may be reminded that the race is not always to the swift, and not to be discouraged by the superiority in speed of any companion or opponent. Skill in dribbling necessitates something more than ago-ahead, fearless, headlong onslaught on the enemy's citadel; it requires an eye quick at discovering a weak point, and a "nous" to calculate and decide the chances of a successful passage. One of the greatest eye-sores to a first-class player is the too prevalent habit of "dribbling" the ball down the side of the ground, or skirting the bounds of the touch-line to the neglect of some more favorable route. Unless when absolutely necessary, as is often the case, a forward player ought ever to avoid diverting the game from the centre of the ground, on which the success of the contest obviously depends. It is an achievement of very rare occurrence to secure a goal with a kick from any remote corner of the ground, as it is obviously easier for the defending side to repulse a charge with their goal in comparative freedom, than when their lines are in jeopardy, and the fight raging in the very centre of their goal-sticks. I would always advise forward players to shun, as much as possible, the outskirts of the ground, and rather to aim at the main channel which leads to the opposite goal, as this line of caution in the long run is more likely to achieve the desired end than the abortive attempts made by a series of runs or kicks from the side lines.

Charging is a point on which great misapprehension prevails with those who have not yet finished their term of apprenticeship at Football. Injudicious

charging is one of the greatest errors in which a player can indulge, as nothing is more calculated to produce a heavy fall and consequent twist than this principle of wild, heedless, attack. To charge well is a point of advantage which recommends itself to the weakest intellect, and to be an adept at charging requires something more than weight. From the nature of their game most Harrovians are good chargers, thrusting well from their shoulders, which are usually kept rather depressed, while they also have a happy (?) way of introducing an auxiliary thrust with the hip, which is undeniably successful, *teste* the sudden downfall of many a young Westminster and Carthusian. Prudence demands that charging should be administered, like many other disagreeable potions, in moderation, and that all recklessness in this line should be severely reprehended. Except in cases of absolute necessity, I (and the experience of late interviews with the scales has taught me that I have little to fear on the score of weight) would always avoid a charge, if possible, as I have invariably found that the shaking that ensues often seriously interferes with your progress, and a more important advantage may often be gained by eluding and circumventing the obstacle which faces you. When compelled to bear the brunt of a hostile meeting, remember *bis dat, qui cito dat*, and if possible have the first shot; keep your body well set, your elbows tight, your shoulders and hip acting well in concert, and you will have taken the best precautions for the prevention of a collision with Mother Earth. And now for a few words of admonition to goal-keepers, on whose presence of mind depends in no little measure the success or defeat of a side. A back-player ought essentially to be a good kick, a fast runner, destitute of every vestige of "funk," and quick of action, as on the last-named recommendation frequently hangs the well-being of a goal. A good back-player ought studiously to watch the position of the members of his side, in order to pass the ball on to the most favored in position or as often happens, to some companion who occupies a post of vantage isolated from the rest, and so more able to secure an advantage from the enemy. This plan is more conducive to success than the custom of driving the ball as far as possible into the enemy's quarters. It is often politic to lift the ball just over the head of the enemy's advance guard, and this course will often be productive of good effect in transferring the combat into distant quarters. Procrastination, to quote the well-remembered headings of the copy-books, is dangerous, especially on the part of a goal-keeper, who ought always to return the ball without delay; dribbling ought to constitute a capital crime, and he should be especially chary of risking the safety of his goal by a hostile charge. If practicable a goal-keeper might with advantage be appointed the captain of a side, as his position furnishes him with a better opportunity for watching and directing the movements of a body than a "forward," who naturally loses sight of those in the rear, while the goal-keeper having the play chiefly before him, can with more promptitude marshal and manœuvre his army. The best method of placing a field, according to the game adopted by the Association, is as follows: One player should be stationed in the very centre of the goal, in order to save it in case the outer lines of defence have been passed by the enemy, the extreme width of the space rendering such a course in most instances absolutely necessary. The man selected to occupy this post should be an adept at catching—cool, and not prone to be flurried; and should the task prove a thankless one and free from all chances of attack, it would be advisable at times to relieve the sentinel by the substitution of another player:

It is usual to have two back players, or as they are termed at Harrow, first and second base-keepers, the latter usually occupying a position akin to that of the "flying-man" at Eton, who hovers about the outside of the main body, waiting, Micawber-like, for something to turn up, while on the former rests the responsibility of repelling the attacks made on the goal of which he is the defender. The more forward of the two or "half-back," *more Rugbeiensis*, ought to have the option of "dribbling" or kicking at his discretion, while the "back" ought never to stand on the order of kicking, but kick at once. Some clubs have two players to represent the wings of the army, flanking each side, while others depute only one to each side. The former plan is, in my opinion, the more preferable, as often the wings receive the whole brunt of the attack, and four "forwards" backed up by this solid body, are amply sufficient as the light brigade, or advance guard of the besieging party. Of course these rules are liable to alterations according as circumstances demand an offensive or defensive style of play. When contending against weak opponents it is politic to bring the *goal-keeper* (I mean the player stationed between the sticks) up to the front, while, on the other hand, an uphill or defensive game, it will readily be seen, will be materially improved by deputing the second base or "half-back" to act solely on the defensive. The disadvantage of a strong wind will be considerably lessened by strengthening the numbers placed on the windward side. Football, however, is of such a Protean nature, that it is difficult to offer a prescription for all the different phases of the game, which can only be gained by the crucial test of experience. I will merely therefore remark that to play *with the feet* is the main object of Association Football. Hands should not and must not be used. Difficult at first it may seem, but the abolition of handling and patting the ball will be found in every sense conducive to a better and more scientific game.

LAWS OF THE GAME OF THE PRINCIPAL CLUBS, PUBLIC SCHOOLS, AND ASSOCIATIONS OF ENGLAND.

THE FOOTBALL ASSOCIATION.

RULES OF THE ASSOCIATION.

1. That the Association be called "The Football Association."
2. That all clubs of one year's standing be eligible for membership.
3. That the subscription for each club be 5s. per annum, payable in advance.
4. That the officers be a president, a treasurer, and a secretary, with a committee comprising the beforementioned officers and ten other members. Five to form a quorum.
5. That the officers be elected at the annual meeting by a majority of the representatives of clubs present, the retiring officers to be eligible for re-election.
6. That the general meeting be held in the month of February.
7. That each club be entitled to send two representatives to all meetings of the Association.
8. That in the event of any alteration being deemed necessary in the rules or the laws established by the Association, notice shall be sent in writing to the secretary of the proposed alteration, on or before the 1st of February in each year; and the terms of the proposed alteration shall be advertised in such sporting newspapers as the committee may direct, at least fourteen days prior to the annual meeting.
9. That each club shall forward to the secretary a statement of its distinguishing colors or costume.

THE LAWS OF THE GAME.

1. The maximum length of ground shall be 200 yards, the maximum breadth shall be 100 yards, the length and breadth shall be marked off with flags; and the goals shall be upright posts, 8 yards apart, with a tape across them, 8 feet from the ground.
2. The winners of the toss shall have the choice of goals. The game shall be commenced by a place-kick from the centre of the ground by the side losing the toss, the other side shall not approach within 10 yards of the ball until it is kicked off.

3. After a goal is won the losing side shall kick off, and goals shall be changed. In the event, however, of no goal having fallen to either party at the lapse of half the allotted time, ends shall then be changed.

4. A goal shall be won when the ball passes between the goal-posts under the tape, not being thrown, knocked on, or carried.

5. When the ball is in touch, the first player who touches it shall throw it from the point on the boundary line where it left the ground, in a direction at right angles with the boundary line, and it shall not be in play until it shall have touched the ground, and the player throwing it in shall not play it until it has been played by another player.

6. When a player has kicked the ball, any one of the same side who is nearer to the opponents' goal-line is out of play, and may not touch the ball himself nor in any way whatever prevent any other player from doing so until the ball has been played, unless there are at least three of his opponents between him and their own goal; but no player is out of play when the ball is kicked from behind the goal-line.

7. When the ball is kicked behind the goal-line, it must be kicked off by the side behind whose goal it went within six yards from the limit of their goal. The side who thus kick the ball are entitled to a fair kick-off in whatever way they please without any obstruction, the opposite side not being able to approach within six yards of the ball.

8. No player shall carry or knock on the ball; and handling the ball, under any pretence whatever, shall be prohibited.

9. Neither tripping nor hacking shall be allowed, and no player shall use his hands to hold or push his adversary, nor charge him from behind.

10. A player shall not throw the ball nor pass it to another.

11. No player shall take the ball from the ground with his hands while it is in play under any pretence whatever.

12. No player shall wear projecting nails, iron plates, or gutta percha on the soles or heels of his boots.

DEFINITION OF TERMS.

A Place-Kick is a kick at the ball while on the ground, in any position in which the kicker may choose to place it.

Hacking is kicking an adversary intentionally.

Tripping is throwing an adversary by the use of the legs.

Knocking on is when a player strikes or propels the ball with his hands or arms.

Holding on includes the obstruction of a player by the hand or any part of the arm below the elbow.

Touch is that part of the field, on either side of the ground, which is beyond the line of flags.

SHEFFIELD FOOTBALL ASSOCIATION.

1. The maximum length of ground shall be 200 yards, the maximum breadth 100 yards. The length and breadth shall be marked off with flags, and the goals shall be upright posts, eight yards apart, with a bar across them nine feet from the ground.

2. The winners of the toss shall have the choice of goals. The game shall be commenced by a place-kick from the centre of the ground, by the side losing the toss; the other side shall not approach within ten yards of the ball until it is kicked off.

3. After a goal is won the losing side shall kick off and the goals shall be changed, but, if in playing a match, half the specified time shall expire without a goal being obtained, the side shall change goals, the kick-off being from the middle in the same direction as at the commencement of the game.

4. A goal shall be won when the ball passes between the goal-posts under the tape, not being thrown, knocked on, or carried.

5. When the ball is in touch, a player of the opposite side to that which kicked it out shall kick it in from where it went out; and no player be allowed within six yards of the ball until kicked.

6. Any player between an opponent's goal and goal-keeper (unless he has followed the ball there) is off side and out of play. The goal-keeper is that player on the defending side who, for the time being, is nearest to his own goal.

7. When the ball is kicked over the bar of the goal, it must be kicked off by the side behind whose goal it went, within six yards from the limit of their goal. The side who thus kick the ball are entitled to a fair kick-off in whatever way they please; the opposite side not being allowed to approach within six yards of the ball. When the ball is kicked behind the goal-line, a player of the opposite side to that which kicked it out shall kick it in from the nearest corner-flag: no player to be allowed within *six* yards of the ball until kicked.

8. No player shall stop the ball with his hand or arm, except in case of a fair catch, or attempted catch. The side breaking this rule forfeits a free kick to the opposite side, and the offending side shall not approach within six yards of the kicker; but nothing in this rule shall extend to drive them to stand behind their goal-line. The defending side shall be exempt from this rule, within three yards of the goal.

9. No goal shall be obtained by a free kick.

10. Neither tripping nor hacking shall be allowed, and no player shall use his hands to hold or push his adversary. Any player so offending shall forfeit a free kick to the opposite side.

11. No player shall wear spikes, projecting nails, or iron plates, on the soles or heels of his boots.

12. An umpire shall be appointed by each side, at the commencement of the game, to enforce the preceding rules, whose decision on all points during the game shall be final. And they shall be the sole judges of fair and unfair play, and have power to give a penalty for foul play of any kind. Each umpire to be referee in that half of the field nearest the goal defended by the party nominating him.

DEFINITION OF TERMS.

A Place-Kick is a kick at the ball while it is on the ground, in any position in which the kicker may choose to place it.

A Free-Kick is the privilege of kicking at the ball without obstruction, in such manner as the kicker may think fit.

Hacking is kicking an adversary intentionally.

Tripping is throwing an adversary by the use of his legs.

Knocking on is when a player strikes or propels the ball with his hand or arm.

Holding includes the obstruction of a player by the hand, or any part of the arm below the elbow.

Touch is that part of the field outside the line of flags.

A Fair Catch is when the ball is caught before reaching the ground, after touching any portion of a player's person or clothing.

ETON COLLEGE.

RULES AS PLAYED IN THE FIELD.

1. The game lasts an hour, and is commenced by a "bully" in the middle of the field.
2. At the expiration of half the time "goals" must be changed and a "bully" formed in the middle of the field.
3. Two umpires must be chosen, one by each party; their position is to be at the "goals" of their respective parties.
4. The goal-sticks are to be seven feet out of the ground, and the space between them eleven feet. A "goal" is gained when the ball is kicked between them, provided it be not above them.
5. A "rouge" is obtained by the player who first touches the ball after it has been kicked behind, or on the line of the goal-sticks of the opposite side, provided the kicker has been "bullied" by one or more of the opposite side in the act of kicking.
6. As the act of "bullying" cannot be defined by any fixed rule, the umpires must exercise their judgment on this point.
7. If the umpire is unable to give a decision a "bully" shall be formed one yard in front of the line, in a straight line with the spot where the ball was touched.
8. If a player kicks the ball behind, or on the line of the goal-sticks of the opposite party, without being "bullied," or should the ball be first touched by one of the defending party, no "rouge" is obtained, and the ball must be placed on a line with the goal-sticks, and be "kicked off" by one of that party.
9. When a "rouge" has been obtained, the ball must be placed by the umpire one yard from the centre of the goal-sticks at the end at which it was obtained.
10. No player on either side may move the ball, until the player "who runs in" has touched the ball.
11. No player who is behind the line of the goal-sticks, before the ball be kicked behind, may touch it in any way, either to prevent or obtain a "rouge."

12. Should the ball have been behind the goal-sticks, and be kicked before them again without being touched, any player may touch it, and claim a "rouge."

13. If a "rouge" be already obtained before the time for leaving off expires, and the time expires before the "rouge" is finished, it must be played out, until either a "goal" be obtained, or the ball be kicked outside the side-sticks, or behind the line of the goal-sticks.

14. The above rule applies also to all "bullies" which have commenced, or "kicks off" which have taken place before the expiration of the hour.

15. Should a player fall on the ball, or crawl on his hands and knees with the ball between his legs, the umpire must, if possible, force him to rise, or break the "bully" or "rouge."

16. Hands may only be used to stop the ball, or to touch it when behind. The ball may not be caught, carried, thrown, nor struck by the hand.

17. No player may hit with the hands or arms, or use them in any way to push or hold one of the opposite party.

18. No player may kick the ball behind the goal-sticks of his own party. Should this be done, and one of the opposite party touch the ball a "rouge" is obtained.

19. A player is considered to be "sneaking" when only three, or less than three, of the opposite side are before him, and the ball behind him, and in such case he may not kick the ball.

20. If a player stand apart from the rest of the bully, even if three or less than three of the opposite side be before him, he is "cornering," and may not kick the ball; if he does the opposite side may claim a "bully" on the spot whence the ball was unfairly kicked, neither shall any "goal" or "rouge" which is obtained by the player so "cornering" count at the discretion of the umpire.

21. On the violation of Rules 15, 16, 17, or 18, the opposite party may require a "bully" to be formed on the spot whence the ball was unfairly removed, or where a player of their side was unlawfully prevented from stopping or kicking the ball.

22. The ball is considered dead when outside, or in a line with the side-sticks, and may not be kicked.

23. When the ball is dead, a "bully" must be formed opposite to the spot where it stopped.

24. Should the ball rebound off a bystander, or any other object outside the line of the sticks, it may be kicked immediately on coming in.

25. If a player be not present at the beginning of a match, or be hurt, or otherwise prevented from going on, no substitute may take his place, but the match must proceed without him.

26. A "goal" outweighs any number of "rouges." Should no "goals" or an equal number be obtained, the match is decided by "rouges."

These rules were drawn up in the year 1847, H. R. Tremayne and A. R. Thompson being the "Keepers of the Field." Since that date they have been revised and reprinted three times—in 1850, under the official inspection of L. Guy Phillips, and J. De V. E. T., W. Finnis; in 1857, of C. L. Sutherland and A. Wilson Patten; and finally, in 1862, of R. W. W. Follett and A. Richards.

WINCHESTER COLLEGE.

THE GROUND.

Is to be a good level turf, in length about 80 yards, in breadth about 27 yards, bounded on either side, lengthways, by a row of hurdles, or (as is more usual) canvas stretched by means of wood-work to the height of about seven feet, for the purpose of keeping the ball within the ground. Parallel to, and inside of either row of canvas, at the distance of about one yard from the canvas, a rope is strained at the height of about three feet, which is intended to prevent injury to the canvas. At either end of the ground, from the extremity of one row of ropes to that of the other row, a straight line is cut in the turf, about one inch in depth and width; these two lines mark the goals. When the ball goes out of the ground it is out of play till brought back again.

ARRANGEMENT OF PLAYERS.

Each side is divided into "up" players and "behinds." There are generally two or sometimes three behinds on each side; the rest are ups.

The ups engage in "hots" (see the Hot), and follow more closely on the ball, wherever it is kicked. The behinds do not engage in hots, but wait for the open kicks. One of the behinds on each side is called second-behind, and generally stands a few yards behind his own ups. The other behinds are called last-behinds, and stand some distance behind their own second-behinds.

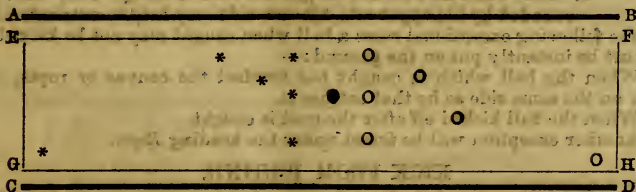
At the beginning of the game, which generally lasts one hour, the captains of each side toss for goals; and when half the time is over, the sides change goals, the game being suspended till they have changed.

UMPIRES.

Two umpires are to be chosen before the commencement of the game. They are to stand at opposite ends and sides of the ground; each commanding a view down the row of canvas and ropes nearest him, and also along the line of the goal nearest him.

The duty of the umpires is to score the goals, and in all cases of doubt in which they are referred to, to give their decision, which is final. One of the umpires must have a watch, to call the times of beginning the game, changing sides, and ending.

The position of the players at the beginning of the game, and of the umpires, may be better understood by the accompanying diagram.



The lines A B and C D represent the lines of the canvas; E F and G H those of ropes; G and H those of the goals; the marks * the players on one side; o the players on the other side; • the ball in the middle. (See the Hot.)

The umpires stand either at points E and H or at points F and G.

THE GOAL.

To obtain a goal (for which one is scored to the side that obtains it) the ball must be kicked by a bound off some part of the person of a player in such a way as to pass the line of his adversary's goal. This general rule is subject to conditions to be found under the headings, Kick-off after Goal, Kick from behind, Tagging, Behind your side, Kick-up, Made-Flyer, Dribbling, Handling the Ball (Case 4), Under-Ropes (Cases 1 and 2).

THE HOT.

The game commences with a "hot," i. e., the ball is placed in the centre of the ground when the ups, lowering their heads, but not touching the ground (if they can avoid it) with either hand or knee, try to push it through the opposite party.

The same hot is repeated when the side have changed over, at the end of half the game.

Also, whenever the ball is kicked out of the ground, it is to be brought back again, and placed on the ground near the canvas, opposite where it went out, when the hot is repeated.

KICK-OFF AFTER GOAL.

After a goal, the side which has lost it is entitled to take, at a distance of about 10 yards from its own goal, a fair and uninterrupted kick-off towards their opponents' goal. Meanwhile the other side have retired to their own goal in order to meet and return the ball.

If, as sometimes happens, a kick-off after goal bounds, or, from a high wind, flies right through the opposite goal, this does not score, as there must be three kicks at least to obtain a goal, viz:—Kick-off, Return Kick, and a Third Kick.

KICK-OFF AFTER A CATCH.

If a player catches a ball which has been kicked by, or bounded off the person of, any of his opponents, before it touches the ground, he is entitled to take a run of three yards, and kick-off. But if one of his opponents succeed in wrenching the ball from him, that opponent becomes entitled to a kick-off under the same circumstances.

[N.B.—1. If the ball once touches the ground after being caught, and before being kicked off, it may not then be kicked off. (See Made-Flyer.)

2. Also, when he who has caught the ball is being "run," and surrounded by his opponents, his own side may help to extricate him.]

In the following exceptional cases a ball when caught may not be kicked off, but must be instantly put on the ground:—

1. When the ball which is caught has touched the canvas or ropes, or a player on the same side as he that catches it.
2. When the ball kicked off after the goal is caught.
3. Another exception will be found under the heading *Ropes*.

KICK FROM BEHIND.

When the ball has passed the line of goal under circumstances which disallow of its scoring a goal, being brought to any part of the line of the goal it passed, it must be kicked along the ground towards the opposite goal by a

player of the side whose goal the ball passed. Meanwhile his opponents may try to get in the way of "a score," his kicks, and also those on his own side, may try to prevent them doing so by pushing them out of the way. A kick from behind cannot obtain a goal.

When a player has kicked or touched the ball, no one on the same side may kick or touch it until it has been kicked or touched by some player of the opposite side, unless the ball goes behind the player who kicked or touched it, i. e., nearer his own goal.

Transgressing this rule is called "Tagging," and a ball kicked by a "tag" cannot obtain a goal.

KICK UP.

A player may not kick the ball higher than the average height of the shoulder, i. e., about 5 feet, unless the ball at which he kicks is either in the air or clearly on the ground.

An unfair kick of this kind is called a Kick Up, and cannot obtain a goal.

MADE-FLYER.

A player may not, after kicking or otherwise touching the ball last himself, so that it once touch the ground, kick it above the shoulder, even though it be bounding. This rule includes "Drop-Kicking," which is unlawful.

A ball kicked in transgression of this rule is called a Made-Flyer, and cannot obtain a goal.

BEHIND YOUR SIDE.

No player may stop between the ball and his adversaries' goal, so as to back it up when his own side kicks it there, but must follow the ball up as much as possible. If he is unavoidably "behind his side," and the ball be kicked towards him, he may not kick it himself nor try to prevent the opposite side from having a kick at it.

A ball kicked in transgression of this rule cannot obtain a goal.

There is, however, this exception, that when a player kicks off a goal, the ups on his side may stop near the adversaries' goal, in order to back the ball up, and prevent them from returning.

DRIBBLING

Is entirely unlawful; and a ball kicked by a dribble cannot obtain a goal.

HANDLING THE BALL

Is allowed in the following cases only:—

1. For the purpose of kicking off.
2. For the purpose of catching a ball.
3. For the purpose of stopping a ball before kicking it.
4. For the purpose of saving a goal, which may be done by touching the ball before it passes the line.
5. For the purpose of shifting the ball to a convenient position when kicking from behind.

ROPES.

The expression "under" ropes is (for convenience) used to express, not only the ground in a perpendicular line immediately under the ropes, but all the space between the ropes and canvas.

1. If a ball, when kicked, is under the ropes it cannot score a goal.
2. If a ball touches the canvas or ropes after being kicked it cannot score a goal.
3. If a player catch a ball, which either when kicked or when caught was under or over ropes, it does not count a fair catch.
4. No "hotting" must take place under ropes, but the ball may always be kicked when under ropes, except, of course, in cases of "tag," etc.
5. Holding on to the ropes is not allowable.

KICKING OR STRIKING

A player is unlawful under any circumstances whatsoever. Holding is also unlawful, except in the case of "running" a player who has caught the ball, and even then, if it is done so as to throttle or otherwise purposely hurt the player.

Tripping up is allowable.

RUGBY SCHOOL.

DEFINITIONS.

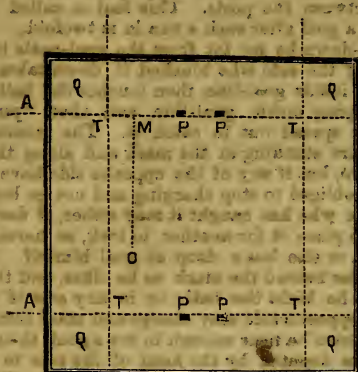
1. A Drop-Kick, or Drop, is made by letting the ball drop from your hands on to the ground, and kicking it the very instant it rises.
2. A Place-Kick, or Place, is kicking the ball after it has been placed on the ground in a small nick made with the heel for that purpose.
3. A Punt consists in letting the ball fall from your hands, and kicking it before it touches the ground.
4. A Maul outside goal-line takes place when a player holding the ball is held by one or more players of the opposite side, and if he cannot get free of them or give the ball to some other of his own side (not in front of him) who can run with it, he cries, "Have it down," when
5. A Scrummage commences, *i. e.*, the holder puts the ball down on the ground, and all who have closed round on their respective sides begin kicking at the ball.

(N. B.—For a Maul inside goal, cf. Rule 13.)

6. A Fair Catch is a catch from a kick, or a knock on from the hand, but not from the arm of the opposite side, or a throw on, when the catcher makes a mark with his heel, provided no one else on his side touch the ball.

PLAN OF THE FIELD.

This plan does not represent the shape, but only the arrangement of the ground; it is better to have it an oblong than a square.



AA AA Lines of Goal.

PP PP Goal-Posts.

TT TT Lines of Touch.

M Imaginary place where mark is made after a touch-down in goal.

O Imaginary place whence kicked.

Q Q Q Q Touch in goal.

INTRODUCTION.

Football is played on a large level field or piece of ground, near either end of which is erected a goal, composed of two upright posts of indefinite height, exceeding 11 ft., placed 16 in. apart, with a cross-bar 10 ft. from the ground. From each goal a line is cut to the edge of the field; called the line of goal (AA AA), all the part behind this line is in goal, the part between the goals being this field of action. The sides are marked off by lines similar to the line of goal, and all the edge of the field outside them is said to be in touch. (TT TT). [The part behind the goal-line and also behind the touch-line is called touch in goal (QQ QQ).] If the field is larger than the actual space in which the game is played, then the touch-lines and goal-lines are considered as indefinitely produced. Thus much about the field.

The game is commenced by a place-kick (Def. 2) from the middle, the object of the game being to kick the ball over the adversary's goal, which can be done by any kind of kick except a punt. (Def. 3.) A goal may be "dropped" in the course of the game, by any player over his adversary's goal.

A goal may be "placed" either after a touch-down in goal, or after a fair catch. (Def. 6.) The touch-down is accomplished in the following manner: Any player who catches the ball, either fair or on the bound (provided he be not off his side, *vide* Rule 6), may run with it if he can till he gets behind his adversary's line of goal, where he will touch it down as near as he can to the goal, if possible between the posts. This feat is called "running in." The method of kicking a goal after such a run in is twofold.

A. If the touch-down be too far from the goal-posts to try a place-kick at goal (*vide* B), one of the side who touched it down takes it up, and makes a mark with his heel inside goal-line, then touches the ball down in that mark, retires a little, keeping inside goal-line, and then "punts" it out towards his own side, who spread out to catch it. The moment it is punted, the opposite side, who are standing at the mark and along the line of their goal, may charge as above, but if any of the opposite side have caught it and made his mark, they are obliged to stop charging and not go beyond the mark made by the catcher. He who has caught it may either, if desirable, take a second punt or proceed to place it for another to kick, as hereafter described in the case of a fair catch, or else has a drop at goal himself. In the latter case he may kick from as far behind the mark as he likes, and the opposite side may charge the moment he kicks the ball; or in any case if any but the catcher touch the ball, the opposite side may charge and maul him.

B. If the touch-down be near enough to try a goal, then two of the side that touched it down are deputed by the head of the side to take it out—one to place the ball on the ground, and the other to kick it. Then he who is going to kick it takes it up, brings it to the line of goal, and touches it down inside or on the goal-line, and in a line with the place at which the player who ran in touched it down; if the runner in touched it down between the posts, he touches it down at either of the posts. He then makes a mark with his heel on the spot, taking care all the time to keep within the line of goal (and touches it down in that mark as in A, *v. supra*.) The players of the opposite side may then come as far as the mark, but no farther, and may stretch forward with a view of "mauling" (*v. infra*) the two who are taking it out, if they do not succeed in the following action. The player who is to place-kick, goes just out of the reach of the opposite side who are stretching forward. He then, still standing within the goal-line, kicks the ball gently off his toe into the hands of the other, who is standing just outside the goal-line to receive it. The moment it is in his hands, he makes a mark with his heel outside the goal-line, and of course as far as he can stretch in the direction of the goal-posts, which his opponents may prevent if they can by charging, but not until the ball has left the toe of the player behind the goal-line. (This is called "mauling.") This however they cannot do when he has made his mark, so that only in cases where they prevent his catching the ball, or he fails in making his mark directly, or makes it inside the goal-line, or touches the ball before it is off the toe of the other, do they succeed in mauling him. When he has made his mark, he carries the ball out in a line with the mark, at right angles to the goal-line, until it is at a suitable distance from the goal for a place-kick. A small nick is then made in the ground for the ball to rest upon, and in it he places the ball. If however the ball be touched when once outside goal by any but the player who is taking it out, the other side may charge or maul. The ball being placed in the nick the kicker takes a place-kick at it.

The moment the ball is on the ground, the other side may charge from a line drawn through the mark made by the player who took it out parallel to the goal-line; but the kicker's side may not charge till the ball is actually kicked, and must all stand behind or on a level with the ball, in accordance with the rules of on side. If the ball goes over the cross-bar, whether it touches or not, at whatever height, it is a goal. If it rises directly over the end of one of the posts, it is called a poster, and is no goal.

Whenever a fair catch is made (see Rule 4), the catcher makes his mark. At that mark and on a level with it the opposite side may stand, but not before it, and the catcher may either "drop" it himself or place it for another to place-kick it, at any distance behind his mark. The rules about charging for both sides are the same as in the case of a touch-down in goal, as described above. (B.)

If one of the opposite side succeed in touching the ball after it has been kicked and before it goes over the bar, it is no goal. When the ball goes outside the line of touch, except it pitch within 25 yards of the kicker's goal (in which case it must be brought out in a straight line from wherever it is first touched down), the first player who touches it down, takes it up and brings it up to the touch-line in a straight line from where it pitched, and (a) throws it out at right angles to the line of touch, where the players are standing in two lines to receive it, or (b) bounds it outside the line of touch, i. e., in the field of play, and runs with it, or "drops" it himself; or (c) walks out with it in his hands at right angles to the touch-line, through the two lines of players as in (a), and puts it down at a distance of between 10 and 15 paces from touch-line, at his discretion, first declaring how many paces he intends to walk out.

When the ball goes into touch in goal it is considered as out of the field, and is taken out by the side in whose goal it is, as if they had touched it down in their own goal (*v. infra*).

When the ball goes into either goal, either it is touch down by one of the opposite side, as nearly as possible between the goal-posts, in which case it is proceeded with as in the case of a run in (see above); or if the ball be bounding, one of the side in whose goal it is takes it up and runs with it or "drops" it out of goal, or, if not bounding, kicks it out of goal, or touches it down in his goal, in which case the opposing side retire, and one of the side who touched it down takes it out, but not farther than 25 yards, and "drops" it. (Accordingly it is advisable to place posts on the touch-line to mark the 25 yards.) But if the ball when so dropped out pitch in touch, it must be brought back and the kick take place over again.

When the player has the ball, any of the opposite side may either maul him or pull him over, or get the ball from him, or else "hack" him over, but he may neither hack him and hold him simultaneously, nor may he hold him after the ball is gone, except in case of Rule 18.

Generally, three or four of the swiftest runners and most expert at dropping, remain some distance behind the rest, and are called "back-players," or "backs;" some, too, who are clever at "dodging," play "half-back;" i. e., between the back players and the rest.

RULES.

1. There must be two umpires for every Big Side and House Match, one appointed by each head of the side (either having the power of putting a veto on any one proposed by the other).
2. Kick-off from the middle must be a place-kick, and cannot count as a goal; the opposite side must stand at least 10 yards before the ball.
3. Kick-out must not be from more than 25 yards out of goal.
4. Charging is fair in the case of a place-kick, as soon as the ball touches the ground, but the kicker's side may not charge till the ball has been kicked; in case of a drop-kick as soon as the player offers to kick, but he may always draw back unless he has actually touched the ball with his foot.
5. On side. A player is on side, when the ball has been (kicked, touched) or run with (5 yards) by any player on the opposite side.
6. Off side. A player is off side when the ball has been (kicked, touched) or is being run with by any of his own side behind him.
7. A player entering a scrummage on the wrong side is off side, and a player is off side even when a player on his side has kicked the ball from behind him and then runs before him.
8. A player being off side is to consider himself out of the game, and is not to touch the ball in any case whatever (either in or out of touch), or in any way interrupt the play or obstruct any player.
9. Knocking on and throwing forward are disallowed; in case of this rule being broken a catch from such knock or throw shall be equivalent to a fair catch.
10. It is not lawful to pick up the ball off the ground (except in touch, or after it has been touched down in goal, to take it out) for any purpose whatever.
11. It is not lawful to take up the ball when rolling, as distinguished from bounding, and whenever the ball is (in the opinion of the umpires) unfairly taken up, it must be brought back to where it was taken up and put down.
12. In a scrummage succeeding a maul, it is not lawful to touch the ball with the hand, except in the event of a fair catch.
13. Maul in goal. When a player, holding the ball, is mauled by one or more of the opposite side, outside goal, and carried inside goal by the scrummage, then only those who are touching the ball with their hands may continue in the maul inside goal, and when a player has once released his hold of the ball he may not again join in the maul, and if he attempt to do so may be dragged out by the opposite side. (The object of such maul being, of course, to touch the ball down.)
- But if a player running in is tackled inside goal-line, then only the player who first tackles him, or if two or three tackle him simultaneously, may join in the maul.
14. The goal-line is in goal.
15. First of his side is the player nearest the ball on his side.
16. Running in is allowed to any player on his side, provided he does not take the ball off the ground or through touch.
17. Running in. If in any case of a "run" the ball be held in a maul, it shall be lawful for a player on the same side to take it from the runner, provided he is at the time behind him.
18. Any player obtaining a ball in a maul, must have it down as soon as

possible, when outside of the 25 yards' post, at his own end, and any player refusing to do so may be hacked.

19. Hacking above or on the knee, or with the heel, is unfair, and no player may be hacked and held at the same time, except in case of Rule 18.

20. No one wearing projecting nails, iron plates, or gutta percha on the soles or heels of his boots or shoes, shall be allowed to play.

21. Try at goal. A ball touched down between the goal-posts may be brought up to either of them, but not between them.

22. The ball when punted out must be within, and when caught, without the goal-line. (*Vide* Rule 13.)

23. No goal may be kicked from touch.

24. It shall be a goal if the ball go over the bar, whether it touch it or no, without having touched the dress or person of any player, but no player may stand on the goal-bar to interrupt it going over.

25. A goal may be obtained by any kick except a punt. (*Vide* Def. 3.)

26. The match is won by either side obtaining two goals.

27. That part of the island which is in front of the line of goal is in touch, that behind it in goal.

28. The discretion of sending into goal rests with the heads of sides, and they are the sole arbiters of all disputes.

29. All matches are drawn after five days' play, or after three days if no goal has been kicked by either side.

30. Two Big Side balls must always be in the close during a Big Side.

31. No Football shall be played between the goals till the Sixth Match.

32. Three Präpostors constitute a Big Side, and the player highest in the school on each side shall toss up.

33. Old Rugbeians may play in any Big Side match, and strangers in any match (excepting the Sixth Match, the Old Rugbeian, and the Two Houses), with the consent of the heads of both sides, but only actual members of the school may have a place-kick at goal.

34. The walk and the grass up to the wall in front of the Headmaster's house, leading the Barby Road, is in goal; the path behind the island goal is also in goal.

HARROW SCHOOL.

1. The choice of bases to be determined in House Matches by tossing; but in the ordinary school games, that side has the choice on which the head of the school (or, in his absence, the highest in the school present) is playing.

2. The bases are twelve feet in width, and the distance between them in House Matches, must not be greater than 150 yards. The width of the ground must not be more than 100 yards.

N. B.—If the first day's play result in a tie the distance between the poles shall be doubled.

3. The ball must be kicked off from the middle of the ground, half-way between the two bases.

4. When the ball is kicked, anyone on the same side, but nearer the opposite base, touches or kicks the ball, he is said to be behind, only if one of the opposite side be between him and the party who kicked the ball. Anyone who is thus behind is considered as being virtually out of the game, and must wait till the ball has been touched by one of the opposite side; nor must he interfere with any one of the opposite side, or in any way prevent or obstruct his catching the ball.

5. The ball may only be caught if it has not touched the ground since it was last kicked by the leg below the knee or foot.

6. Whoever catches the ball is entitled to a free kick if he calls three yards; but whoever catches the ball, and does not call three yards, is liable to have it knocked out of his hands.

N. B.—The ball must be kicked without delay; and the preliminary run must not be longer than three yards (*i. e.*, the utmost length to which three running strides would extend).

7. When a player catches a ball, he may take his three yards in any direction he likes.

8. If a player catch the ball near the opposite base, he may try to carry the ball through by jumping the three yards. If he fail in this attempt, no second try is allowed, but he may return in the direction of the spot where he caught the ball, and from any point in this direction may have a free kick at the base; none of the opposite side may in this case get in his way nearer than the spot to which his jump brought him.

9. The ball, when in play, must never be touched by the hand or arm unless close to the body, except in the case of a catch, as above stated.

10. The ball if kicked beyond the prescribed limits of the ground, must be kicked straight in again, and then must not be touched by the hand or arm, unless close to the body; and one of the opposite side to the player, who shall have last touched the ball shall be entitled to kick it straight in.

N. B.—When a player is kicking the ball from behind his own base, he is not compelled to kick it straight.

The ball must be kicked at least twelve yards in among the players, except when it is kicked off from behind.

11. All charging is fair, but no holding, tripping, pushing with the hands, shinning, or backshinning is allowed.

12. After a base has been obtained, or if no base has been obtained by three o'clock, the sides change their respective bases.

13. There must always be two umpires in a House Match, and if possible in School Matches.

Their decision shall be final in matters of fact, but they are at liberty to refer any question of law to the Committee of the Philathletic Club, if they feel unable to decide it at the time.

N. B.—In the absence of umpires, the head of a side (who is always responsible for the regularity of the play) shall act as umpire himself for his own side.

14. It shall be the duty of the umpire in all Football matches to take away a base if obtained by unfair means, and in House Matches to put out of the game any player wilfully breaking any of the Football rules.

15. No nails are allowed in Football boots within an inch of the toe or half-

an inch of the sides, and none at all at the heel ; no spikes whatsoever may be used.

16. The above rules should be put up conspicuously in every House at the beginning of every Football quarter, and new boys should be required to make themselves thoroughly acquainted with them.

CHELTENHAM COLLEGE.

REVISED RULES.

1. Kick off at a distance of 30 yards, i. e., from the white posts.
2. If the kick off goes into touch, it must be had over again.
3. When the ball is going to be kicked off, both sides must be in a line with their white posts.
4. After a kick off the opposite side must touch it first.
5. The ball must be thrown out of touch in a straight line ; it must not be touched before it has touched the ground, and then be kicked, not handled.
6. The ball must not be touched with the hands in a scrummage.
7. No off-side play allowed.
8. If an umpire shall see a player touch the ball, when he is off-side, he shall call out " Off-side," upon which the player must immediately let the ball fall, or, if it be on the ground, must wait till one of his opponents comes up. Any one infringing this rule, after being warned, will be turned out of the game.
9. It shall be a goal if the ball goes over the cross-bar (whether it touch it or no), without having hit any player.
10. If a ball be drop-kicked over goal it counts ; but not if punted, hit, or thrown.
11. Fair Catch. A catch direct from the foot or hand of one of the opposite side, without having touched one of the players on the side of the catcher. Anyone thus catching the ball may make his own mark, which will entitle him to have a drop-kick at the goal. One only of the opposite side may stand up to this mark, but not pass it.
12. A catcher must make his mark after catching the ball, and before he has moved one step.
13. A try at goal. When a player has got a touch-down, he must bring the ball out in a straight line from the place where he has touched it ; but if it has been touched so far from the posts as to preclude all chance of a goal, it may be punted out. If a fair catch be made off this, the catcher may make his mark and have a drop-kick at goal.
14. A ball touched between the goal-posts may be brought up to either of them, but not between.
15. The ball must be place-kicked, not dropped.
16. When one side gets a kick at goal, or a punt out, the opposite side must go into goal.
17. Charging is fair in case of a place-kick as soon as the ball has touched the ground.

18. If two of the same side touch the ball, after it has been brought outside the line for a place-kick, it shall spoil the kick, but shall count three rouges.

19. When one side has got nine single rouges, or three kicks at goal, the other may make them change goals. Punts out count with the single rouges.

20. It is not fair to take the ball off the ground, either for a drop-kick, place-kick, or throw.

21. It is fair to run in off any bound of a kick, hit, or throw.

22. It is not fair to run in through touch, or through the goal-posts.

23. No player may be held or hacked unless he himself is holding the ball, or is in the act of catching the runner.

24. It is not fair to hack and hold at the same time.

25. No one wearing projecting nails or iron plates on the soles or heels of his boots shall be allowed to play.

26. The two umpires and the referee shall be the sole arbiters of all disputes.

27. In every important match there shall be an umpire for each side (each captain to choose his own), and a referee, to be chosen by the umpires. Any point on which the umpires cannot agree will be decided by the referee.

28. Every time a side touches the ball down in their own goal, it shall count one rouge to the other.

29. A punt out counts two rouges.

30. A try at goal counts three rouges; but if the opposite side shall touch the ball down when it goes behind it shall count one more rouge.

31. Nine rouges count one goal.

32. After a goal has been kicked, the sides shall change goals.

33. When a player is fairly collared he must put the ball down at once, calling out at the same time, "My ball."

HOW TO KICK.

This may appear to be a very superfluous piece of information. "Anybody can kick!" Anybody can kick, in the sense that they can give a blow with the foot; but it is no more true in Football that anybody can kick, than it would be true to say that in boxing anybody can hit with the fist. It takes long training and practice to strike out as a prize fighter does, and in the same way it takes long practice to kick like a good Football Player.

There are two points to be acquired in learning to kick. One is to make the ball go far, and the other to make it go straight. These are not, however, two distinct acquirements; accuracy is the first and primary ingredient of hard kicking, and practice for one will be equally practice for the other. The young player must first learn the correct attitude and action for kicking. This he may do, and with advantage, even without a ball. Let him make a line on the ground, marking on it the place for the ball; then toeing the line with his left foot some eight inches to the left of this mark, pose himself as follows:

The whole body held erect, and inclined forward over the left foot, the chest projected, the arms hanging quietly but easily from the shoulder, the left leg straightened out and supporting the whole weight of the body, the right leg also straight, but drawn up so as to hang just free of the ground. (Fig. 1.)



In delivering the kick, the right leg is swung well back (the knee being bent as little as may be) and then brought forward with full force, the toe being raised as high as possible, and the whole foot and ankle held rigid. The leg must be made to swing freely from the hip. (Fig. 2.)

HOW TO KICK THE BALL.

Of course wherever the ball is struck, it will fly from the foot in some direction or other; but, to insure distance and accuracy, it is necessary for the toe to meet it in one spot only. The accompanying diagram will best point out this spot (Fig. 3), and may be found a useful help to understanding the descrip-



tion of attitude given above. Care must be taken to kick the ball accurately in the centre, or it will inevitably fly off to one side or the other.

One final direction: The eyes must always be fixed on the ball under whatever circumstances it is played at. Accurate and effective kicking can only be by sight; therefore, at the moment of delivering the kick the eyes must be on the ball. The diagram only represents the most effective spot in which to kick the ball for distance; if it be desired to make it run along the ground, it must be kicked higher; if to fly more perpendicularly in the air, the foot must take it lower. To give the ball due impetus, the player generally takes a short run; it need not be long—ten yards at the utmost; but in every case where he kicks the ball from the ground, whether it be at rest, or he meet, follow, or cross it, he must use the same form in delivering the kick. He should specially endeavor to kick equally freely with either leg. The best way to do this is to practice mainly with the weaker leg; the other will take care of itself. Besides the Place-kick, and the various kicks that take the ball from the ground, there are others that take the ball in the air. These are the Half-volley, Drop-kick, and Punt.

In the two former the ball is met by the toe just at its rebound from the ground; in the one case from an ordinary kick, and in the other, as it is dropped from the hands of the player. The Punt is made by meeting the ball let fall from the hands with the instep; it is occasionally a serviceable variation; but the Prop-kick, when practicable, is more effective, and certainly more brilliant.

The ball is occasionally met with the foot before the pitch; but except when the ball is coming with but little force, and time is precious, this method is not to be recommended.

The knack of kicking the ball with the side of the foot at an angle to the line in which the player is running, is not difficult of acquirement, and is invaluable in actual play; as also that of "rushing the ball," *i.e.*, of patting it along with the feet while at speed, so as to keep it constantly within reach. To do this well, with unabated speed, and yet without offering a chance to the adversary, is the *ne plus ultra* of fine play.

HINTS FOR YOUNG BEGINNERS IN FOOTBALL.

BY CHARLES W. ALCOCK,

Honorary Secretary English Football Association.

Believe me, there is more science requisite to play Football correctly and skillfully than would be imagined by those who witness the game for the first time. On the surface there is possibly nothing of a very difficult character in a sport which has for its motive power the pursuit of an india rubber bladder encased in an outer cuticle of leather. It is easy enough, think many; but there is an art in every thing, if we can credit the statement that there is a composition of artistic skill necessary to the cooking of eggs. Let it not, however, be inferred that there is anything laborious in the achievement of skill in a game which, above all others, can lay claim to simplicity in its general arrangement as well as in its several enactments. It is easy enough to play Football, but this ease can only arrive after a certain apprenticeship in the service of the effort itself. It must not be imagined that to become an adept at Football is merely the work of a day. To become an expert requires some little natural devotion to the game as well as determination and decision in no small degree. A skillful tactition is made, not born, and there are many points for study which experience will alone enable the tyro to master. *Imprimus*, to kick the ball itself is not so easy an affair as it would appear at first sight. I have seen many self-confident souls who have voluntarily rushed to their downfall and exposed themselves to ridicule by their inglorious exhibition in attempting their first kick. It is this first kick that forms the primary rudiment to be overcome by the student. It is easy enough, say you still? Well, compare your feeble efforts with those of the crafty veteran, deep in the wiles of Football, and confess your error. See how erratic is the flight of the ball from your foot, how limited the trajectory, and how useless your attempts to drive the spheroid to a respectable distance. See, too, how severe is the strain on your foot itself, and how possibly a false step may force your toes almost into the ground, to the positive omission of the ball and to the certain injury of the pedal muscles. Against this contrast the graceful flight of the ball from the toe of a practised player. No awkwardness of motion nor apparent effort in the kick, but the leather flies straight as an arrow, at just sufficient elevation from the ground to give full impetus to its course, without wasting its strength in the air. See how in one case the ball seems almost to receive fresh speed as

it goes, and in the other how aimless and feeble the discharge; then own that in kicking a Football, as in most other occupations, there is an art, even if it be one easy of acquirement.

To kick with full effect will soon be learned with practice; still, as a general rule, it is necessary that the left leg should be used something in the light of a fulcrum, that the right leg should be kept quite straight and the body slightly forward, so as to lend its share to the general motion. In kicking, too, the toe should be well elevated above the rest of the foot, the knee should be firm, and the leg should swing freely from the hip. By this means all the available force of the body will be concentrated into the kick. Care, too, should be taken not to kick the ball too high, as in this case it will never be lifted at any elevation from the ground; nor too low, as in this extreme the transit of the ball will have an upward tendency, and will more than lose in velocity what it derives in altitude. A happy mean is what must be obtained, and this will only come with experience. Practise kicking first with the ball on the ground, and, moreover, practise with the left foot as well as with the right, as the faculty of using both feet alike, with equal skill, goes far to constitute a good player. One of the most essential cautions to a young beginner is to husband your strength. Nothing is more common among novices than to rush headlong over the field on the offchance of distinction, or of effecting a brilliant *coup* at the right moment. This principle of urging on your wild career is altogether a mistake, and always betokens the young and raw recruit. A recruit should learn as much as possible to discriminate the chances, and decide quickly to rush after a ball, as some do with no earthly prospect of wresting it from an opponent, is obviously a superfluous waste of physical energy, but this species of play is so attractive to the spectators that it is often unwisely adopted by old hands. Let it however be recorded that it is not the player who studies the reckless game, but he who plays steadily and surely, without allowing an opportunity to escape, or a chance afforded by the weakness of the enemy unutilized, that renders efficient service to his side.

To play the game well requires more than an indiscriminate effusion of energy. It needs a combination of perseverance and resolution, and essentially the faculty of deciding when and where to seize the right opportunity.

Charging is a necessity of the game, and consequently the art of charging should be studied. Still, while giving hints on the best method of using your weight to the best advantage, I should like to discountenance all charging, except when it is either requisite to the success of a movement or it cannot be avoided. There is often more to be gained by eluding than by meeting an adversary, and to evade one cleverly often gives an advantage which could not be derived from a collision. But to charge well is an art, as I have before stated; consequently practical advice will be useful. I have seen most elaborate details on this point, urging the necessity of "keeping the elbows well in to the side, the arms forced tight against the body, the hands elevated," etc., *ad infinitum*. All such, however, are merely theories, for it is mainly with the shoulder that charging is done, in conjunction, at times, with the hip. It is not so much the way in which you charge as *when* you do it. Be wary, then, and, as a collision is inevitable, remember that "he gives twice who gives quickly." If you can catch your opponent off his guard or off his balance be sharp to utilise the moment. You win half the battle by decision. Get well

under your adversary when you charge, so that you may obtain a leverage. Keep your shoulder firm and your body knit together and you do much to command success. Many players, too, have a fashion of introducing a valuable auxiliary in the shape of a thrust from the hip, which is often more effective than that from the shoulder; but this can only be gained by experience, and written advice will avail nothing.

Practise, too, constant dribbling, as manœuvring the ball with the foot is technically termed. Keep it as close to you as possible, for then you have more command over its movements than when you allow it to get beyond reach, and a stern chase is a long chase. Be careful, too, to study rapidity of turning and doubling, as to be able to check your course and turn rapidly is no small aid in the formation of a good player.

The ground should not be more than 140 yards in length or more than 50 yards in width, as a greater area, except in the case of large numbers on each side, only impedes the game. In the selection of a ground see that it is well drained; as nothing is more unfavorable to Football than moist soil. Of course a level piece is advisable, though much of the beauty of Football consists in its hardihood and adaptability to circumstances, and any sort of ground can be utilized.

It is desirable in matches that a uniform dress should be worn by each side, and here the primary colors, such as blue and red, are most useful in rendering the two parties easily distinguishable, and thus preventing the confusion which otherwise ensues. A tight fitting woolen jersey is better than a flannel shirt, being less liable to tear, and moreover is warm and comfortable. Knickerbockers, or knee-breeches and long woolen stockings, too, are generally worn, as they allow freedom to the legs; and, in some cases, in very cold weather, a rough, thick guernsey is not thrown away.

The flags that mark the ground should be of colors that show out in bold relief, and the goal posts also painted so as to be distinctive, for nothing should be spared to avert mistakes by either side.

A good ball, with due caution, will last for years, and the expense is but trifling. I should recommend the English Rugby (or sole leather cover) ball, and of which Peck & Snyder, of New York City, are the agents for the United States. With caution, I say, as much depends on the care that is taken of it in wet weather. After a match in rain, see that it is well greased with tallow, and put away in a dry place, otherwise it will get heavy and its elasticity will gradually be lost. Moreover, some expense will be saved by the purchase of an air-pump for the inflation of the bladder.

Lastly, I would recommend the adoption of laced boots in preference, as they keep the ankles firmer, and are altogether more suitable for the rough work than those with elastic sides or shoes. It is not inadvisable to keep a pair reserved for Football purposes, and here, too, in wet weather a judicious application of tallow, as recommended in the case of the ball, will be serviceable. I have found much comfort from the use of an extra pair of socks; as the feet are thereby saved to some extent, and in rain the benefits will soon be discovered. These few hints have been loosely strung together, and hurriedly written, without the chance of inspection or revision. At least, they are the fruits of a lengthened experience, and if they tend to add recruits to the noble army of Football players, they will have served their purpose.

THE RUGBY OR ENGLISH MATCH BALLS

Three ordinary Balls.

An illustration of two balls. The ball on the left is labeled 'THE ASSOCIATION BALL' and features a small crest in the center. The ball on the right is labeled 'THE RUGBY BALL' and has a laced top. Both balls are rendered with detailed shading to show their spherical form.

| | | | |
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| No. 1. | 20 inches in circumference..... | each | \$1 50 |
| " 2. | 22 " " | " | 1 75 |
| " 3. | 24 " " | " | 2 25 |
| " 4. | 26 " " | " | 2 50 |
| " 5. | 28 " " | " | 3 00 |
| " 6. | 30 " " | " | 3 50 |
| Football Foul Flags of Bunting, plain (without poles).. | per pair | | 2 00 |
| " " " " " (with poles) | " | | 4 00 |
| " " " " plain with initial letter of Club | " | | 3 00 |
| " " " " silk, " " " | " | | 8 00 |
| Football Stockings, all wool, long legs, assorted styles. | " | | 1 00 |
| Ballot Boxes for Clubs, etc., Black Walnut, new style.. | each | | 6 00 |
| Football Pants, Shirts, Caps and Belts, same prices as Base Ball. | | | |

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Peck & Snyder's Home Gymnasium, complete—

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(Larger Sizes made to order.)

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| " | " | Self-adjusting Family Gymnasium . . | 15 00 |
| Iron Dumb Bells (Japaned).....per lb. | | | 10 |
| Maple Wood " | | | 25 |
| Lignumvitæ " | | | 50 |
| Exercise Rings, maple, 3, 4 and 5 in. diameter.....per pair | | | 50 |
| Exercise Rings, different woods glued, 3, 4 and 5 in. " | | | 75 |
| Exercise Rings, galvanized iron, 3, 4 and 5 in..... | | | 1 00 |
| Black Walnut or Hard Wood Wands, 6 feet long.... | | | 75 |
| Trapeze Bars (hard wood), 3 and 4 feet long..... | | | 1 25 |
| Fencing Foils, No. 1, iron mounts, wound handles.. | | | 2 00 |
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| " " No. 3, brass mountings, extra wound handles and fine steel blades... | | | 4 00 |
| " " Blades, No. 2x..... | | | 1 25 |
| Haute Rapier Swords | | | 6 00 |
| Wire Fencing Masks, No. 1, plain..... | | | 2 50 |
| " " " No. 2, with ears..... | | | 3 50 |
| " " " No. 3, with ears and tops..... | | | 4 50 |
| Fencing Sticks, with willow baskets..... | | | 1 00 |
| Wire Helmets (for broadsword and fencing exercise). | | | 8 00 |
| Cane " " " " " " | | | 6 00 |
| Fencing Gloves, filled with curled hair, No. 1, plain. | | | 2 00 |
| " " No. 2, gauntlets and fancy trimmed. | | | 3 00 |
| Boxing Gloves (curled hair). No. 0. Boy's. per set of 4 | | | 3 50 |
| " " " No. 1. Men's. " | | | 4 50 |
| " " " No. 2. " " | | | 5 00 |
| " " " No. 3. " " | | | 6 00 |
| " " " No. 4, " " | | | 6 50 |
| Nos. 3 and 4, heel padded, 50c.; or heel padded and ventilated, | | | \$1.50 per set extra. |
| Gymnasium Shoes, white canvass, low cut.....per pair | | | 1 00 |
| " " (English) indiarubber soles..... | | | 3 00 |
| " Belts, fine, heavy worsted web, fancy finished, | | | 3 in. wide each 2 00 |
| " " " " 2½ in. " " | | | 75 |
| " Pants, flannel, any color, made to order. \$3 00 | | | 3 50 |
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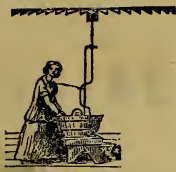
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No. 13.



No. 3.



No. 22.



No. 5.



No. 19.



No. 21.



No. 6.



No. 7.



No. 14.



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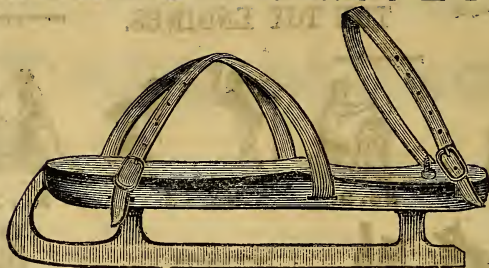


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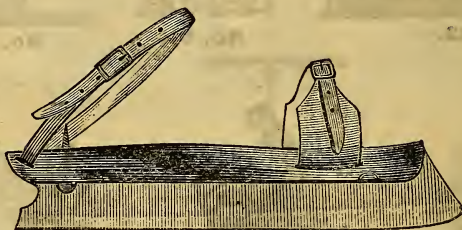
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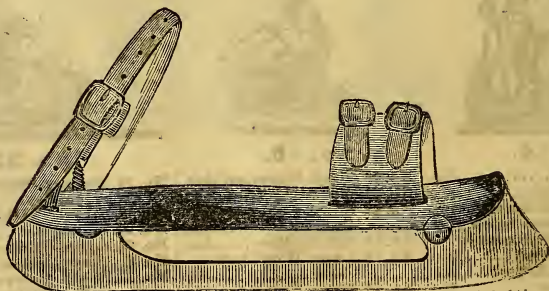
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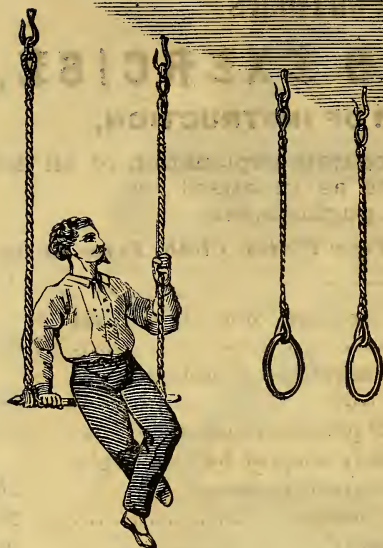
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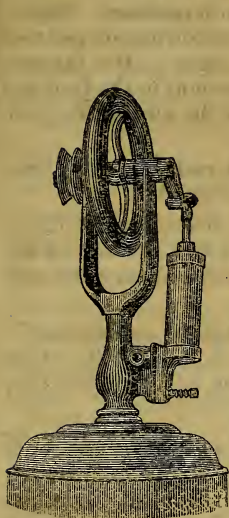
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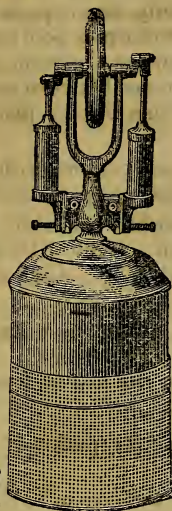
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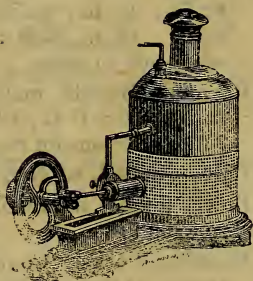
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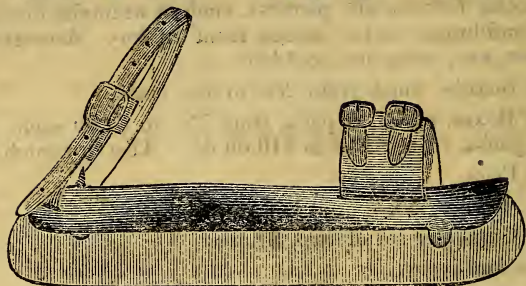
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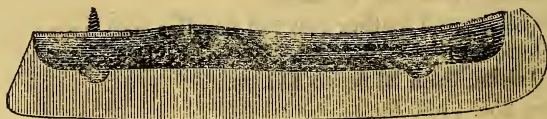
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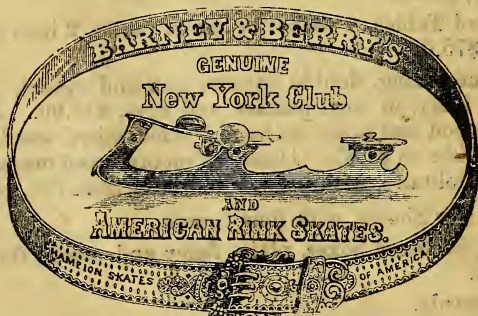


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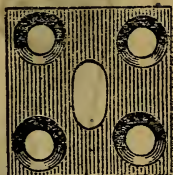
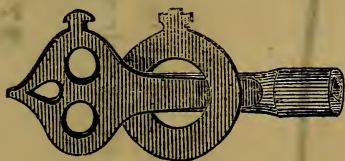
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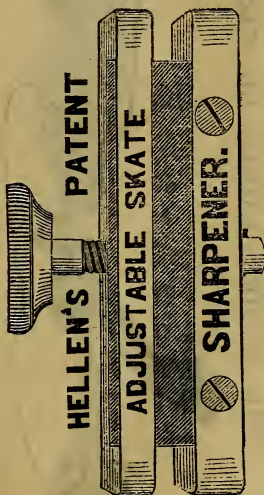
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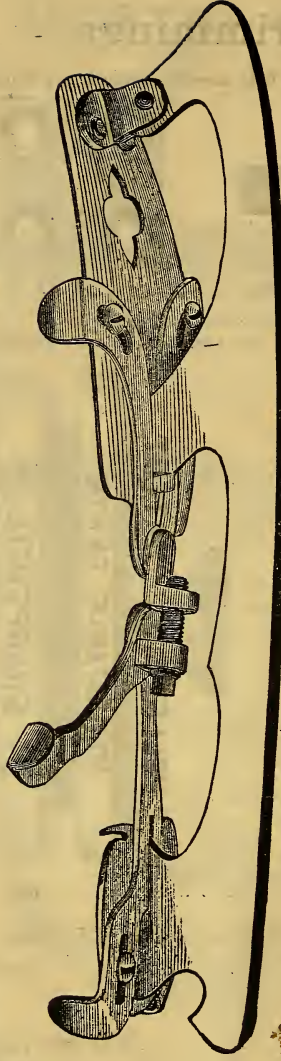


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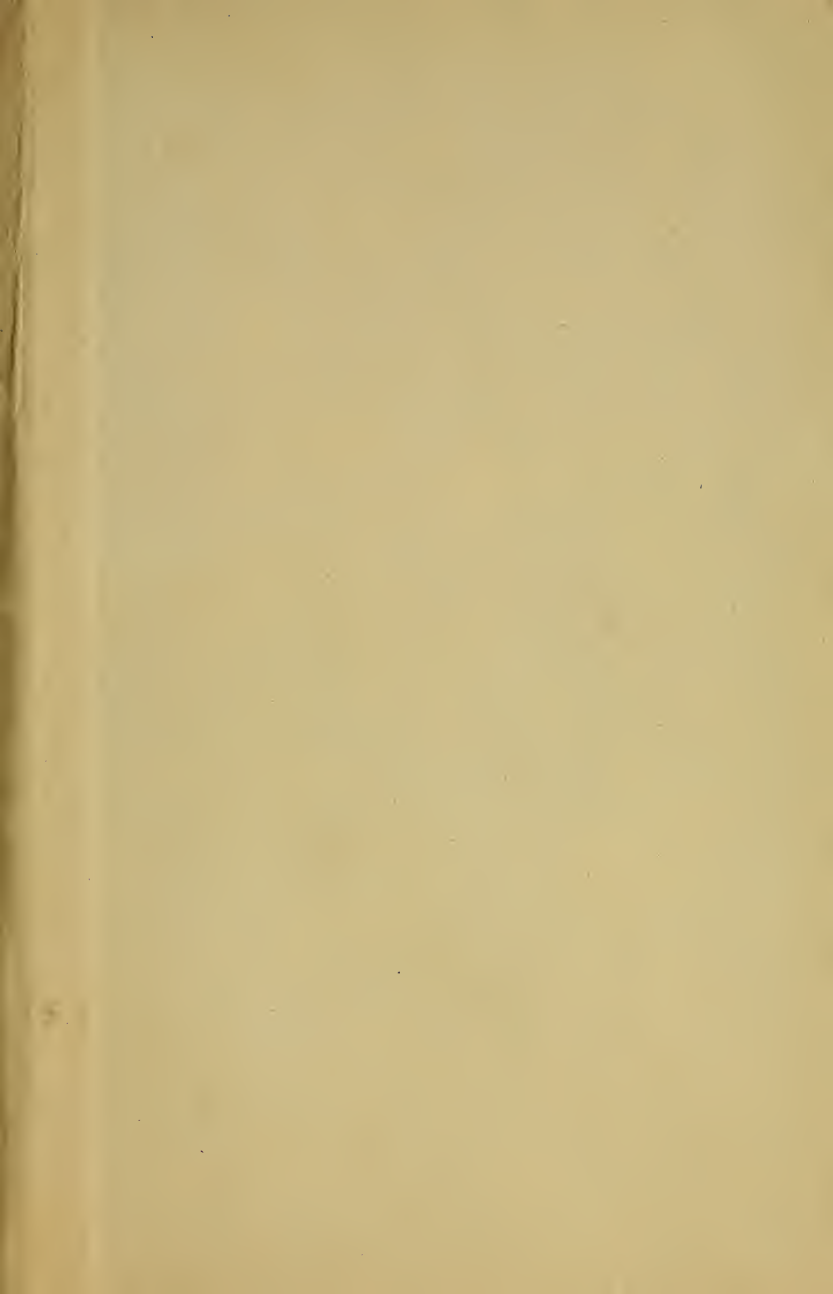
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